



ABSTRACT

A design professional such as an interior designer, furniture sales associate or advertising designer running a program at a client computer (i) interactively selects or specifies furnishings or other objects, (ii) interactively previews these objects in a low-quality perspective view image of a scene, and then (iii) uses the world wide web to connect to a server computer, (iv) this server or a like powerful computer rendering a high-quality version of the previewed scene, (v) which high-quality scene is returned this image to the client computer for viewing. 3D models and related textures and maps are built for each object to be depicted in the virtual scenes. For transmission efficiency, the scene file transmitted to the server may contain the name of stand-in models and textures used in the scene, rather than the actual geometry and maps, as these may reside on the server. Images cost-effectively produced serve to promote the sale of visually-attractive goods depicted by providing the designer and customer with in-context visualization.